Assignment:

This one is pretty self-explanatory, but a little more instruction couldn't hurt. In PP01 you wrote your premise, which included a little about both the gameplay and story. This week, pull each of those components out, separate them, and expand. Start with the story you're trying to tell, then describe how you're going to tell it through interaction.

1. Story Summary:

It may help to think your your game's story like you would a novel. In fact, go pull a book off the shelf and read the summary on the dust jacket... What does it tell you?

In a paragraph or two, describe the main components of your narrative. Where do we begin and end? What are the major reversals (turning points), when do they occur, and what do they mean for your character(s)? Like it says on the website, don't hide anything. List the end as you see it, and don't leave it up for the imagination.

2. Game Summary:

Look back at the story summary you just wrote, and for each point, ask yourself "how?" How did we find this item, or meet this person, or get to this location? Here's were you talk about controls (broadly), mechanics, bonuses, levelling (experience points and/or areas), earned skills, weapons, etc. For lack of a better description, gamify your story summary, and describe its interactive qualities.

An important inclusion in a game summary is how things progress. Meaning, how is play kept adaptive or interesting as the game moves forward or the player gets better? A common example is difficulty (levels get harder, enemies more populous), or newly available abilities ("once the player gets to level 60, they can purchase more efficient weapons like RPGs" or "once exposed to radiation in the fifth area, the player gains invisibility." )